CLAIMS

What is claimed is:

1	1. A method for generating antialiased lines, comprising the actions of
2	for each respective line, determining which of a plurality of
3	orientation classes that line falls into; and
4	performing subpixel sampling using one of a plurality of sampling
5	patterns, in dependence on which of said plurality of
6	orientation classes that line falls into.
, I	2. The method of Claim 1, wherein said classes consist of x-major and
2	y-major.
1	. The method of Claim 1, wherein said orientation classes correspond
2	one-to-one to said sampling patterns.
1	4. The method of Claim 1, wherein said step of .
1	5. A method for antialiased rendering, comprising the actions of:
2	(a) identifying, for at least one respective line, which one of a
3	limited number of directions is most nearly parallel to said
4	line; and
5	(b) performing subpixel sampling on said line with a subpixel
6	sampling pattern which has maximal resolution approximately
7	normal to said one direction.
1	6. The method of Claim 5, wherein said number of directions is two.

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- 7. A graphics processor which is configured to implement the method of Claim 1.
- 8. A graphics processor which is configured to implement the method of Claim 5.

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